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(54) Title: VIDEO CODING AND DECODING METHOD

(57) Abstract: The invention relates to a video coding method applied to an original video sequence in which the successive frames
or video object planes (VOPs) include one or several arbitrarily shaped video objects (VOs) defined by their texture and motion
components and an additional shape component. According to the invention, said method comprises a non object-oriented coding
step applied to a small number of frames of the video sequence, an object-oriented coding step, applied to all the frames of the
sequence and that follow said small number of frames, and a sequencing step, provided for controlling that said non object-oriented and
object-oriented coding steps are respectively applied to the appropriate frames, in order to generate a coded bitstream including non
object-oriented coded data corresponding to said small number of frames followed by object-oriented coded data corresponding to
said following frames. The invention also relates to a corresponding video decoding method.